

**CLAIMS**

5 1. - Device for control of interactive game, which manages the interaction between the users and the game attractions, by means of a network of at least one ring which comprises at least one server element (6), at least one switch element (7), at least two cell or level control computers, at least two enigma control computers (sensory tests and tests of ingenuity) and one electronic storage console for each player, the purpose of which is to communicate, identify and locate the users for the control device of the game.

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2. - Device for control of interactive game, according to claim 1, which comprises control elements governed by microprocessor located in the cell control computers (8), in the enigma control computers (10), on doors, in rooms and passing places, and which direct the actions of the users for the sensory tests and the tests of skill.

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3. - Device for control of interactive game, according to claim 2, which comprises multiple control elements governed by microprocessor, also constituted by a data storage memory, by a connector for network connection, a power supply, a radio-frequency transmitter/receiver and, optionally, an actuation relay and/or a radio-frequency reader /identifier; and which are governed by the control device by means of the ring network or by radio-frequency.

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4. - Device for control of interactive game, according to claim 1, which comprises dual ring network, a cluster of two servers (6), two switches (7), as many cell control PCs (1 - 5) as there are levels in the game and which are connected to the network with two network cards each, and as many enigma control PCs (1' - 51') as there are enigmas in the game, with two network cards each.

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5. . Device for control of interactive game, according to claim 1, which comprises an electronic storage console (12, 13) for each player, constituted by a microprocessor, a data storage memory, a display viewer of the information, a chronometer (real time clock), radio-frequency transmitter, radio-frequency receiver,

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